GRIMWILD TALENT COLLECTION

According to plan
(Core pg. 71, Rogue)
You gain 1 story per session and can spend story to flashback to utilizing subterfuge in a way that's immediately relevant, like swiping some keys, paying off a guard, or preparing an escape route. Make a montage roll, taking +1d for Expertise. The GM always takes suspense in place of an impact move.

Aegis
(Core pg. 67, Paladin)
You take +1d when defending with a shield and can use it to make a defense roll in a nearby ally's place. You can **push yourself** to defend multiple allies from a single attack, like blocking dragonfire. On a perfect, everyone you protected **takes spark**.

Alchemist
(Core pg. 77, Wizard)
Each session, you have a **4d Potions resource pool**. You can have a minor potion and roll the pool, or drop 1 and roll for a major potion. You know recipes for your spell theorems, plus two more rolled on the Spell Crucible. Learn new recipes by sacrificing potions.

Anchorshot
(Core pg. 147, Artificer)
You have **potency** to hinder the movement of anything elephant-size or larger. When hit, the target becomes **4d Tethered**. It anchors to the ground so you can leave it.

Animal Companion
(Core pg. 69, Ranger)
Bodyguard
You're accompanied by a fiercely loyal animal. Each PC adds a reciprocal bond with it. Choose 3 tricks and 2 flaws (pg. 69). You roll 3d for its tricks and 1d otherwise. It has only two damage boxes, marked and hurt (for harm). It can always exit a scene when hurt.

Arcane Specialty
(Core pg. 77, Wizard)
Choose your specialty school. All of your spell theorems now have it plus another school. When casting, choose which school to use. On a critical with your specialty school, **take spark**.

Arcane Training
(Core pg. 63, Fighter)
Elf, Gnome
You have spellcasting as the Spellcraft talent (pg. 76). You roll Wits and can cast 3 spells and 1 potent spell per session. You know 3 spell theorems, created with the Spell Crucible, and can learn new spells from scrolls.
[Prohibited: Wizard]

Arcanist
(Core pg. 77, Wizard)
Gnome
Take +1d when rolling arcana's pool and ignore the first die that would be dropped. You also gain 3 minor arcana and 1 major arcana that you've either created or found.

Authority
(Core pg. 67, Paladin)
Your presence fills the air with authority. The GM judges an NPC's response, or you can spend story to set it: *admiration—obedience—respect—defiance*. You can **push yourself** to pull off a potent feat of righteous command.

Automatons
(Core pg. 147, Artificer)
Summons, Sprites, Critters
You have three small helpers you created. Each has a different descriptor, an adjective that determines what tasks they can do. Each session, each has a **2d power pool** you roll to perform tasks. When assisting, they roll 1d of their pool. They can follow simple commands, without which they will simply search for you.

Awaken
(Core pg. 61, Druid)
Fey, *Summons, Animate objects*
Once per scene, you may awaken a living natural feature—plants, animals, insects, fungi—within or nearby the scene. It gains awareness and purpose, forming a **3d power pool** you can direct, guided by its nature. One time only, you can make this a ritual-level effect.

Bardic Lore
(Core pg. 55, Bard)
Elf, *Divination*
You gain any 3 wises and 1 extra story per session. You take +1d on any story rolls pertaining to what you know or story details you add.

Blessed
(Core pg. 59, Cleric)
Celestial, *Precognition*
Once per session, you can re-roll a roll you just made as your god attempts to intervene. The re-roll is made without any thorns on it. On a perfect, **take spark**.

Bulwark
(Core pg. 63, Fighter)
Forged, *Magic shielding*
Each session, you have a **3d Bulwark pool** from armor or other defenses. When you get bloodied or dropped from physical damage, roll the pool. If dice remain, ignore the damage.

Challenge
(Core pg. 67, Paladin)
Push yourself to challenge a foe, taking +1d on all rolls against them, but give them 1 suspense. If they do anything besides confront you, you can ***interrupt*** it— only on a perfect, the challenge continues. If an ally engages your foe, the challenge ends.

GRIMWILD TALENT COLLECTION

C/F

Colleagues *(Core pg. 77, Wizard)*
In every city, some towns, and the occasional dungeon, you can find a powerful, eccentric wizardly colleague who owes you a favor—or maybe you owe them one. If you go out of your way to meet and catch up, **take spark**.

Control *(Core pg. 63, Fighter)*
Large Beastfolk
You can **push yourself** to declare a zone that enemies cannot cross without dealing with you. If they attempt to move past you, you can interrupt them. On a perfect, **take spark**.

Dauntless *(Core pg. 67, Paladin)*
Orc
Take spark when your roll is cut. Take +1d on story rolls if dropped. On a perfect, ignore it.

Devout *(Core pg. 59, Cleric)*
Intelligent creatures recognize you as a person of deep honesty and only your most hated enemies would treat you with a lack of respect or doubt your word. This aura is upheld by your unwavering commitment—you must **push yourself** to act in bad faith. (no free activation).

Disturbed Mind *(Core pg. 149, Psion)*
Your presence is highly disturbing. The GM judges an NPC's response, or you can spend story to set it: *agitated—fractured—paranoid—repulsed*. Once per session when you would take vex, a nearby sentient creature must instead take a vex response.

Divine Blessing *(Core pg. 67, Paladin)*
You have spellcasting as the Channel Divinity talent. Detail your god and choose 1 minor domain, a **4d power pool** (per session). You can drop 1 and roll the pool to cast a ***potent spell***.
[Prohibited: Cleric]

Double-Barreled Blunderbuss *(Core pg. 147, Artificer)*
Evocation
You can fire each type of specialized ammo once per session. When you shoot, choose the ammo: *blast core—drill shot—inferno shot—scatter shot— shrapnel burst—tangler shot*. Each shot has a secondary or collateral effect related to the type. You can fire two ammo types at the same time for a **potent shot**.

Dynamic Entrance *(Core pg. 55, Bard)*
You can always appear in a scene exactly where and when you want, limited only by your physical capabilities. Make a 3d story roll to see if you're engaged as you enter.

Eldritch Affinity *(Core pg. 71, Rogue)*
Dragonkin, Elemental, Aetherling
You have spellcasting, as the Sorcery talent. You roll Presence to cast and choose 3 from magic paths and techniques. You can't cast potent spells, nor do you risk a wild surge.
[Prohibited: Sorcerer]

Eldritch Growth *(Core pg. 73, Sorcerer)*
Dragonkin
The maelstrom of magic has twisted your body. You gain a permanent physical feature like metal-rending claws, venomous fangs, leathery wings, or thrashing tentacles. In addition to its obvious benefits, it now serves as a touchstone.

Eldritch Weaponry *(Core pg. 75, Warlock)*
On a perfect when using cantrips as a weapon, you can **push yourself** to also inflict a spell-level effect with your patron's trappings as the touchstone. This effect can't deal more damage—the cantrip already covers that.

Familiar *(Core pg. 77, Wizard)*
Scrying eye
You manifest a small magical creature, an extension of yourself. You can communicate telepathically and send it on simple tasks, making a story roll to see how it goes. By entering a trance, you can use its senses. You can also **push yourself** to cast a spell through it. If your familiar takes damage, it vanishes and reappears at the start of the next session.

Fearsome *(Core pg. 57, Berserker)*
Large Beastfolk
Your presence instills fear in others. The GM judges an NPC's response, or you can spend story to set it: *hostile—nervous—respectful—scared*. You can **push yourself** to pull off a ***potent feat of intimidation.***

Flesh Wounds *(Core pg. 57, Berserker)*
Orc, *Stoneskin*
When you take physical damage, only a disaster can drop you. You can get bloodied multiple times. Each extra time inflicts +1t on rolls. These extra thorns can never be ignored and they also apply thorns to any attempt to heal you.

Flow State *(Core pg. 65, Monk)*
Time magic
You can keep taking action to keep the spotlight, even if the GM wants to spend suspense.

Forked Tongue *(Core pg. 55, Bard)*
When given time, you can tell ***potent lies***. You can **push yourself** to do it on the spot.

Friendly Face *(Core pg. 55, Bard)*
Half-elf
In any new town or district of a city you go to, you can always: *know someone useful—quickly make a friend—be recognized by a fan*. They'll gladly do you a reasonable favor. **Take spark** if you promise to pay them back.

GRIMWILD TALENT COLLECTION

Got Your Back
(Core pg. 63, Fighter)

You can **push yourself** to assist an ally after they roll a grim. The ally can also roll 1d. On a perfect, you both **take spark**.

Grenades
(Core pg. 147, Artificer)

Prestidigitation

Each session, you have a **4d Grenades resource pool**. You have access to the following bombs: *choking—flashbang—glue—smoke—stink*. Bombs can affect multiple targets or an area even without potency. You can drop 1 and roll the pool to have a **potent grenade**.

Guardian
(Core pg. 67, Paladin)

Magical warding

Take +1d when you assist on a defense roll. If your dice come up as a 6, you both **take spark**.

Healer
(Core pg. 59, Cleric)

You take +1d when you heal someone, with magic or treatment. On a critical, both of you **take spark**.

Healing Hands
(Core pg. 65, Monk)

You can heal an ally that is bloodied. This automatically works, but you must make a Presence defense roll against being bloodied—you take their pain onto yourself and must fend it off.

Herbalism
(Core pg. 61, Druid)

Before each session, use the Herbalism Crucible to make two herb names. You have 1 minor and 1 major potion of each. The name serves as its touchstone. They lose effect after this session. Only once, you can also have 1 mythic potion.

Hex
(Core pg. 75, Warlock)

Demon

You can roll Presence to hex someone with: *dread—clumsiness—confusion—forgetfulness— misfortune—sleepiness*. Decide when it takes effect: *now—soon—much later—specific trigger*. This is a cosmic effect—magic, but not one you fully control.

Influence
(Core pg. 55, Bard)

Half-elf

Twice per session, you can invoke an ally's bond with you to increase their die roll result by 1. You don't have to be in the same scene—they might recall a memory.

Into the Fray
(Core pg. 57, Berserker)

Orc, Dwarf

When you're the first into an intense situation, ***5s count as 6s, but 4s count as 1s*** on your first roll. You also **setup** the first person following you regardless of your roll outcome.

Iron Will
(Core pg. 59, Cleric)

Orc

Each session, you have a **3d Iron Will pool**. When you get rattled or take vex, roll the pool. If dice remain, ignore the damage. If possible, you can also lash out at the cause or a bystander and: *instill dread in their heart—sow doubt in their mind.*

Jack of All Trades
(Core pg. 55, Bard)

Human

Increase one of your stats that's a 1 to a 2. You also take +1d on montage rolls.

Joyful Warrior
(Core pg. 57, Berserker)

Rallying cry, Battle standard

On a critical or when bloodied in battle, you **take spark** and can: *clear one mark from each ally—bring a dropped (not dead) ally back into the scene.*

Keen Senses
(Core pg. 69, Ranger)

Beastfolk, *Lifesense*

Your senses are twice as sharp as normal. You can pull off ***potent feats of tracking*** and can always get a **hint** or **reveal** on vigilance against living creatures.

Kindred Spirits
(Core pg. 61, Druid)

Fey, Gnome

You can speak with animals and spirits of the wild. When you meet, they know of you. Roll their bond with you or spend story to establish it. When you call, those nearby will answer.

Knowing Gaze
(Core pg. 75, Warlock)

Devil

When given time, you can learn: *their greatest desire—what they're hiding—what they want to protect—who they serve*. This gaze is highly disconcerting and only works on someone once. You can **push yourself** to do this on the spot.

Lightning Reflexes
(Core pg. 65, Monk)

Quick Beastfolk, *Precognition*

You can always act first, unless completely surprised. You also ignore difficulty thorns on Agility defense rolls.

Lurker
(Core pg. 71, Rogue)

Goblin, Shadowtouched

On a perfect sneaking past or secretly observing sentient creatures, they: *let a secret slip—give you a golden opportunity*. If caught sneaking, you can **push yourself** to stay completely still and avoid detection, but you must leave the area immediately after.

Maelstrom
(Core pg. 73, Sorcerer)

You open yourself fully to the maelstrom of raw magic. When you cast a potent spell, ***5s count as 6s, but 4s count as 1s***. These 4s also count as 1s towards wild surge.

GRIMWILD TALENT COLLECTION

Magic Sense
(Core pg. 73, Sorcerer)
Aetherling
You always get a **hint** or **reveal** on vigilance involving magic. When you avoid or disrupt it, **take spark**.

Mastered Theorem
(Core pg. 77, Wizard)
Choose one of your spell theorems. You take +1d when casting it and gain 1 extra potent spell casting of it per session. Your name becomes linked to it and it begins to spread in popularity throughout wizardry—track its spread with campaign pools.

Measured Tones
(Core pg. 63, Fighter)
Calm emotions
When you speak in measured tones, people always stop and listen— declare light stakes if desired. Unless completely surprised, you can **push yourself** to ***interrupt*** an impact move initiating aggression. If you change their mind, **take spark**.

Mechanical Mount
(Core pg. 147, Artificer)
Creature Mount
You have a small mechanical vehicle. It has three features: *all-terrain—armored— burrowing—grappling hook—submergible —turbo boost*. You can activate each perk once per session to pull off a ***potent feat of piloting***. It also has one drawback: *conspicuous—horrifying—slow—unreliable.*

Mighty
(Core pg. 57, Berserker)
Large Beastfolk
When given time, you can pull off ***potent feats of raw strength***, like uprooting a tree or breaking through a castle gate. You can **push yourself** to do it on the spot.

Mind over Matter
(Core pg. 65, Monk)
Intangible form
When you take a physical mark, you can instead choose to take a mental mark. When you clear any mark by rolling it, **take spark**.

Mind Seed
(Core pg. 149, Psion)
When you plant thoughts or alter memories in someone's head, you can always choose to have them take effect exactly when you want them to. You can decide this at any time later. Once per session, you can use this for an ***interrupt***.

Mind Thief
(Core pg. 149, Psion)
Dreamer
On a critical on a bastion roll, refund the power points spent and gain 3 power points. This causes mental collateral damage around you: *confusion—hallucinations— headaches— panic.* One time only, you can make this a ritual-level effect, affecting all within miles.

Opportunist
(Core pg. 71, Rogue)
Goblin
When someone nearby rolls defense, you take +1d on an immediate follow-up. On a critical by a nearby ally, you can **push yourself** to add a critical bonus.

Otherworldly Form
(Core pg. 75, Warlock)
Ghost, *Gaseous form*
You can turn into a floating, dispersed form, flavored after your patron's trappings. Choose three things you can do in this form: *appear barely visible—fly high in the sky—interact with objects—move swiftly—slip through small gaps—speak.*

Overkill
(Core pg. 57, Berserker)
Orc, Demon
On a critical when bringing violence, threats, or destruction to bear, you can: *deal an extra secondary effect roll—roll a task pool twice.*

Poisoner
(Core pg. 71, Rogue)
Elf, Beastfolk, *Control lifeforce, Pressure points*
Each session, you have a **4d Poisons resource pool**. You have access to the following poisons: *hallucinations—knockout—memory loss—nausea—paralytic—truth serum.* They each take a bit of time to work and are most effective if ingested.

Prepared Spell
(Core pg. 77, Wizard)
You gain 1 story per session and can spend story to flashback to casting a spell with specific triggers. If you need to roll a montage to get access to a place, the GM always takes suspense in place of an impact move. Roll for the spell's effectiveness now.

Primordial Bonds
(Core pg. 61, Druid)
Elemental
You have bonds with the elements: Air, Earth, Fire, and Water. You have spellcasting, rolling Presence to call on an element, which serves as the touchstone. You can call on each element once per session, or twice if your bond is deep. Mark two usages of a single element to cast a ***potent spell***. Combine usages of two elements to take +1d and both touchstones on the roll.

Primordial Forces
(Core pg. 65, Monk)
Elemental, Dragonkin
Choose an element: *Air—Earth—Fire—Water*. You can cast cantrips with it, useful as set dressing and magic utility. On a critical, charge it (mark its box). Spend it to pull off a ***potent feat of force or movement*** empowered by the element.

Psychic Warrior
(Core pg. 149, Psion)
On a perfect with a feat of martial prowess, take a **setup** and spend no power points if you follow-up with a bastion. You can't benefit from using the same bastion twice.

GRIMWILD TALENT COLLECTION

R/T

Reader *(Core pg. 149, Psion)*
Dreamer
You gain 1 story per session and can spend story when you first meet someone to know their foremost surface thought—they are like an open book to you. If you follow-up on it, it counts as a **setup**.

Rebuke *(Core pg. 67, Paladin)*
Riposte
When the GM spends suspense to prompt an impact move, you take +1d on any follow-up action against the source. On a critical, **take spark**.

Relentless *(Core pg. 69, Ranger)*
Wily Beastfolk, *Freedom of movement*
You can pull off ***potent feats of traversal*** and can always move at full speed, unhindered by what's in your way.

Rings False *(Core pg. 59, Cleric)*
Celestial
You always know when someone is lying, though not necessarily the truth. You take +1d on a follow-up if you reveal you know they're lying.

Ritualist *(Core pg. 75, Warlock)*
Hag, *Coven member*
Take +1d on a ritual's challenge and replace any one of its requirements with yourself.

Scout Ahead *(Core pg. 69, Ranger)*
You gain 1 story per session and can spend story to flashback to scouting ahead and: *sabotage something—set a trap—survey the area (ask 2 questions)—take out a danger—set up an interrupt*. Make a montage roll, taking +1d for prowess. The GM always takes suspense in place of an impact move.

Seasoned Hunter *(Core pg. 69, Ranger)*
You always know where a monster's lair will be. Once per session, you can tell all to **Look Out!** and declare how a monster spends 1 suspense on a move to attack your party. Everyone takes +1d on the defense roll and follow-up action rolls.

Sermons *(Core pg. 59, Cleric)*
Rumors, Whisper campaign
When given time, you can pull off ***potent feats of persuasion*** in the name of your beliefs. You can also **push yourself** to do it on the spot. One time only, you can make this a ritual-level effect.

Sharpshooter *(Core pg. 69, Ranger)*
Elf
When given time, you can pull off ***potent feats of ranged precision***. You can also **push yourself** to do it on the spot.

Shepherd *(Core pg. 59, Cleric)*
When you assist an ally on a defense roll that would leave them rattled or with vex, you can invoke your bond to take +1d on the roll. On a perfect, you both **take spark**.

Spelleater *(Core pg. 73, Sorcerer)*
Aetherling
You have a **3d Spelleater pool** (per session). When you suffer from magic, roll the pool. If dice remain, ignore the effect and bank essence (max 2). Spend it to increase a spellcasting die by 1, but it triggers wild surge.

Steamhammer *(Core pg. 147, Artificer)*
Gnome, Dwarf, *Ram spirit*
Each session, you have a **6d power pool**. You can roll the pool to pull off ***potent feats of pulverizing force***. You can also not expend its steam to use it as a normal warhammer.

Subtle Casting *(Core pg. 73, Sorcerer)*
Memory charms
You can always cast spells subtly, able to conceal that you were the one that cast it. This doesn't defeat common sense, of course.

Swift Recovery *(Core pg. 63, Fighter)*
Human, Halfling
On a perfect roll with an unmarked stat, clear a mark on another stat.

Swiftwing *(Core pg. 147, Artificer)*
Wind control
You can glide (not fly). You gain a **3d power pool** while aloft, or 4d if you have extreme height or speed. You must roll the pool as bonus dice with any physical roll made while aloft, including defenses. At 0d, you coast back to the ground.

Tactician *(Core pg. 63, Fighter)*
Improvisation
During an intense action sequence, you can **push yourself** to tag 3 scene elements right away and 1 later in the sequence. When an ally interacts with a tagged element, you assist without risk on the roll. If no roll is needed, they **take spark**.

GRIMWILD TALENT COLLECTION

T/Z

Tether *(Core pg. 65, Monk)*
Dreamer
Once per session, touch someone to link spirits. You can sense their feelings and know where they are. You can **push yourself** to: *assist them—speak into their mind—take mental damage for them—teleport to them*. If they get dropped, so do you. You must touch again or rest for the link to end. When it does, change your bond.

There Is No Try *(Core pg. 65, Monk)*
When putting your life or something you hold equally dear on the line, ***5s count as 6s, but 4s count as 1s***. This generally occurs with high risk or after being bloodied in battle.

Trap Sense *(Core pg. 71, Rogue)*
You always get a **hint** or **reveal** on vigilance with traps. If avoided or disabled, **take spark**.

Trophies *(Core pg. 69, Ranger)*
When you play a key part in slaying a powerful monster, you can take a trophy from it. This acts as a wand. A minor wand requires no roll. A major wand requires a Wits roll. The monster's name, ability, and body part are the touchstone. Only you can use it.

True Shape *(Core pg. 61, Druid)*
Were-creature
Choose 1 beast form. If it has no wild talents, you can shift into it without rolling wild shape, even at 0d. If it has wild talents, you drop 1d less than normal when you shift.

Tumultuous Mind *(Core pg. 149, Psion)*
You can spend 2 power points to gain potency on any Wits or Presence defense roll. Regardless of the roll, if the attacker is sentient, you can ***interrupt*** their next impact move.

Verdant Whispers *(Core pg. 61, Druid)*
Fey, Plantfolk
You can commune with plants. Roll Wits to decipher their messages, as they are truly hard to understand. You always get a **hint** or **reveal** on vigilance in places teeming with plant life.

Visions *(Core pg. 75, Warlock)*
Shadowtouched
You can roll Presence to ask your patron for forbidden knowledge. Ask the GM a specific question. The answer may be cryptic or twisted to suit your patron's desires, but it will never be an outright lie. On a messy or grim, roll the Patience pool.

Warsongs *(Core pg. 57, Berserker)*
Emotion magic
Each session, you can sing 2 bardsongs. Write down the composition of the only 3 songs you know.
[Prohibited: Bard.]

Wayfarer *(Core pg. 75, Warlock)*
Shadow jump
You can **push yourself** to teleport. The further or less familiar, the less precise. Max range is two days' ride away. Clear eyesight and no obstruction requires no roll, otherwise make a story roll. You can bring others, taking +1t per person.

Weasel *(Core pg. 71, Rogue)*
If caught in a lie or red-handed, you can **push yourself** to weasel your way out—for now. You get an exit, but they definitely realize what happened soon after.

Wilder *(Core pg. 149, Psion)*
Your powers are inherently chaotic, either by nature or nurture, and you struggle to control them. Take +1d, but also +1t, on all psionic bastion rolls. You can never ignore thorns from any source, including your core talent. On a critical, regain the power points you just spent.

Windcaller *(Core pg. 61, Druid)*
Elemental
Your voice carries on the winds over great distances. You can **push yourself** to summon or dismiss, but not control: *dense fog—diving temperatures—heavy rain—snowfall—strong winds—thunder*. You don't need requirements on weather rituals.

Wisps *(Core pg. 73, Sorcerer)*
Pixies, Fireflies
Two small spheres of your magic path float around you. Give them 2 traits: *annoying—capricious—malevolent—mesmerizing—whimsical*. They serve as touchstones. You can sacrifice one to: *assist without risk—distract someone—suffer vex in your stead*. Make story rolls to determine effects if sacrificed. They return each session.

Wordplay *(Core pg. 55, Bard)*
On a perfect defense roll when the situation allows for verbal quips, you make them: *embarrass themself—let a secret slip—focus on or lose track of you*. Once per session, you can ***goad*** the GM into spending suspense on conversation.

Wrath *(Core pg. 73, Sorcerer)*
When you or a nearby ally gets bloodied, rattled, or dropped, you take +1d and ***potency*** on your next spell if you immediately lash out.